C A P T A I N
BLOOD

AMSTRAD

Loading
464 hold down CTRL and tap the small
ENTER key. 664/6128: Type 1 (shifted @)
TAPE (ENTER) then type RUN"(ENTER).

Commands
The program functions with a keyboard or
joystick. With keyboard: Move using the
arrows (cursor keys).
Confirm using the space bar.

In the planet flying sequence:
Acceleration: up & fire
Deceleration: down & fire

To shorten the Hyperspace sequence and the
flying sequence, press the ESC key.
To save game, use a blank tape.
To stop: function keys F1 to F10
Panic button: ".."(sign minus)
This key clears the screen and brings an A> at
the top of the screen.
Press ".." again to continue the game.

THE STORY

800 years later at the edge of galaxy BABY 1.....

The medireport came through on the telox. An incandescent meteor tore through space with a scissors sound. Blood read the report slowly. Cellular degeneration was increasing since the last report. A frightening question came up from his synthetic throat:

"Honk, how long can I live without the vital fluid of the NUMBERS?"

"312 Universal Time Units", replied the bio-consciousness. "Permit me to augment your optimism levels; your metabolism can't afford despair, and I've isolated a suicide impulse in the B Cortex of a bulb gene in your right brain."

"Go ahead", acquiesced Blood. "Have the last 5 NUMBERS been located?"

'Negative. They are equipped with radar scramblers."

"Five NUMBERS are left, hidden somewhere among those stars", thought Blood. 5 damned NUMBERS waiting for him, warned by the MIGRAX who were only too willing to sell the information for a price. Five clones of himself, ready to defend their stinking NUMBER hides: one, two, three, four and that son of a bitch NUMBER 5.
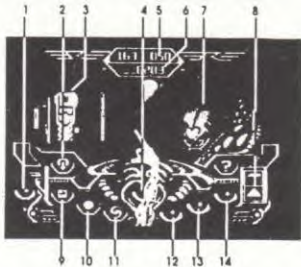
Blood shouted, "How many OORXX does Ark have?"

"18 Adults. The bionic layer has laid 14 missiles which will be operational in 5 Times", replied the metallic voice of Honk.

"Direction Ondoya", ordered Blood. "Reactivate the layer, lock the georadar on target, pump up the nuke shield, we'll need it. We're gonna zap those guys!"

Ark tore off thunderously. Down in the Pram Zone, the OORXX layer squeaked in pain, and three more slimy missiles rolled down the birth ramp.

End of report from Ark's Bio-writer.

1. TELEPORT
2. DISINTERGRATE TELEPORTED BEING
3. FRIDGITORIUM
4. HYPERSPACE/WARP
5. (X),(Y) POSITION
6. TIME
7. BIRTH RAMP
8. UPCOM
9. SAVE TO DISK
10. EXTERIOR VISION
11. GALAXY MAP
12. OORXX CONTACT MISSION
13. OORXX DESTROY MISSION
14. OORXX GEOPHOTO MISSION

UPCOM MODULE *(UNIVERSAL PROTOCOL OF COMMUNICATION)*

Once contact has been established the UPCOM comes on automatically. The Upcom is a system of communication using icons. By moving Blood's finger over the dictionary icon, you can read a simultaneous translation of the icon into human language. The translation window is just above the UPCOM.

The conservation windows situated above the dictionary icon and separated by a central mouth.

a) The left-hand window is reserved for the life-form you're communicating with. It is possible to understand the sentences spoken by the being, if you learn his language. Each icon represents a specific speech-sound.

b) The right-hand window is reserved for your use. A small cursor under that window may be moved in order to insert an icon. To transmit your sentences, click on the central mouth. You can teleport a being into the frigitorium, if the being agrees. To teleport the life-form, click on the TELEPORT icon. Your conversational partner can, for reasons best known to himself, break off discussion at any time.

A BRIEF GLOSSARY OF FAUNA ON HYDRA

IZWAL: Peaceful and generous beings. Look almost human. Very cultured. Masters of Science.

BUGGOL: Beings with a particular social behaviour, being obsessively democratic. All belong to YATANGA, which is the only political party in presence and whose aim is to defend democracy as obsessively as possible.

YUKAS: Belligerent and underhand characters. No class at all. Little is known of their customs.

CROOLIS: Separated into two distinct evolutionary branches: Vareux and Ulves. Each has always hated the other.

MIGRAX: As their name suggests, they are great travellers. Highly intelligent, they carry the news around the galaxy. Excellent negotiators. Their slyness is legendary.

ONDOYANTES: Originally from planet Ondoya, these are dream creatures. They appear beautiful to those whom they like, and ghastly to those they detest. This way, everyone knows where he stands.

TRICEPHALS: Very interesting genetically. These guys have three android heads, each of which is equipped with an amazing tongue.

SINOX: Hardworking and intelligent, the Sinox are the technology whizzkids of the galaxy.

ANTENNA: Simple creatures, the Antenna are really very friendly. Maybe too friendly.

TUBULAR BRAINERS: The only race so far known to have tubular brains. Their intelligence is quite particular and difficult to grasp.

TROMPS: Inoffensive creatures, if somewhat stubborn. Their hair is highly prized as snuff by the Sinox.

ROBHEADS: They're just robot heads with a few memory zones still working. Completely harmless, they just lie there. They can't even reproduce, unless some passing geneticist......

KINGPAKS: Ridiculous creatures who smoke Tromp tails (supposedly aphrodisiac), and eat pills. Not very smart. Rumour has it that they inspired the early Pac Man versions.

NUMBERS: Blood's clones. There are 5 of them: Number 1, Number 2, Number 3, Number 4 and that son of a bitch Number 5.....

GALACTIC MAP *(Choosing a Destination)*
In CONTROL PANEL mode, click on the GALACTIC MAP icon to access a view of the Hydra galaxy.
How to use the Galactic Map: First select your destination's X coordinate. You do this by clicking on the red vertical selection bar which you can then drag onto the desired X coordinate. In the left window you can see the coordinates of Blood's finger. Next select your destination's Y coordinate. You do this by clicking on the red horizontal selection bar which you can then place on the Y coordinate position of your choice. When you have chosen your destination click on the Hyperspace icon. To speed up the Hyperspace sequence, click on the right mouse button at the beginning or during the sequence.

OORXX CONTACT MISSION *(Landing and Piloting the Oorxx)*

In EXTERIOR VISION mode, click on the OORXX CONTACT MISSION icon. The OORXX is teleported and lands immediately. You then have total flight control of the OORXX with your mouse. You can climb, dive and turn. To accelerate press right mouse button. To decelerate press left mouse button. You are advised not to fly into mountains. If the planet has defence systems, you should fly as low as possible. When the OORXX is detected by the enemy, two red arrows will start to cross the screen towards each other. When they meet in centre-screen, the OORXX blows up. To avoid having your OORXX destroyed in this way, dive as far as you can, until the arrows disappear. Life-forms in the Hydra galaxy have a weird habit of living at the very end of canyons. You'll have to find the canyons. The OORXX is equipped with a life-form detector which is a red arm symbol. It will follow the mouse's movement on the screen. When the detector flashes, that means you're flying the OORXX in the right direction. If an arrow shows up beside the detector, that means you must turn in the direction the arrow is pointing to get onto the right heading. There are two onscreen indicators during flight, the SPEED indicator at the bottom of the screen, the ALTITUDE indicator on each side of the screen.

OORXX DESTROY MISSION *(Destruction of a Planet)*

In EXTERIOR VISION mode, you can teleport an OORXX onto a planet in order to destroy it. Just click on the OORXX DESTROY MISSION icon. The planet will be irretrievably zapped.

OORXX GEOPHOTO MISSION *(Surface Scan)*

In EXTERIOR VISION mode, you can teleport an OORXX into low orbit to collect aerial pictures of the planet. A special detector will indicate whether the planet is equipped with a defence system. To activate this mission, click on the OORXX GEOPHOTO MISSION icon, once for a medium altitude scan, and once again for a low altitude scan. To return to normal mode, click on the EXTERIOR VISION icon.

TELEPORT

This icon is used to teleport a being from the planet into the Ark's fridgitorium.

DISINTEGRATE THE TELEPORTED BEING

When a life-form is teleported to the fridgitorium, you can decide to destroy the life-form by disintegrating it. If it's one of the Numbers, Blood will recover some of his vital fluid and survive a little longer.

FRIDGITORIUM

It's a cryonization container where teleported beings are conserved. The beings in question must give their consent because the teleport system uses psycic energy generated by the being's will, a little like hypnosis. For security reasons, living beings cannot be teleported into the Ark, so they must be cryonized and stocked in the Fridgitorium. The fridgitorium has a disintegrate crematorium feature which you can use if you feel like it.
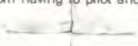
THE OORXX BIRTH RAMP
The layer is incorporated into the Ark's structure, in the Pram Zone. This area is completely sterile, of course. The newly laid baby OORXX are propelled onto the birth ramp immediately after a stress-free birth. The layer is able to lay endless numbers of babies.

TIME
Onboard time is displayed on the clock, in Earthling minutes or seconds. The UPCOM takes account of the minutes only. 60.45 means60 minutes and 45 seconds, which comes to HOUR 60 for the UPCOM. The game is limited to 60 realtime hours.
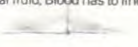
THE ? COMMAND
When an OORXX has already been placed on a planet, it may be reactivated, which saves you from having to pilot another through all

those dangerous mountains. When the Ark stops after a hyperspace jump, near a planet you've already visited, simply switch to CONTROL PANEL mode by clicking on a closed (disenabled) button. The ? command is then available and enabled. Click on it to reactivate the OORXX. You will inevitably catch up with the character you talked to the last time.

PLAYING HINTS
CAPTAIN BLOOD'S Ark stops near an inhabited planet at the start of the game. The HYDRA galaxy is biggish, boasting 32 768 inhabitable planets noted on the map. Not all of them actually have thinking life-forms living on them. That's why it's a damned good idea to note down the precise coordinates of inhabited planets before plunging into the immensity of unknown space. That way, you can always get back to a familiar place. The program recreates the galaxy each time you begin a game. That means that coordinates of inhabited places are not valid from one game to the next. Bear in mind that BLOOD is degenerating. Don't be surprised if his hand gets the shakes from time to time; it's normal. It's also a bad sign! HE MUST GET HIS VITAL FLUID BACK! That's the only way he can regenerate. To recover the vital fluid, Blood has to find the NUMBERS

and disintegrate them in the Ark's fridgitorium. This software explores a new concept, the BIOGAME. The characters can evolve, be born, die, trade information and generally get on with their own independant lives. Strange things can happen; planets can appear or disappear overnight, the behaviour of matter is out of control!

You can transport beings from one planet to another but you'll have to win their trust first. Study their behaviour closely, because knowing who you're dealing with can mean the difference between life and death.

PREMIER SOFTWARE

PREMIER		SPEC	AMS	C64	C16	MSX	XL	BBC
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PLAYERS '90

| CAPTAIN BLOOD | £2.99 | ☐ | ☐ | ☐ | | | | |

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Please send this order to Belinda, Players Mail Order Department, 6 Mercury House, Calleva Park, Aldermaston, Berkshire, RG7 4QW.

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* not +2a compatible